

Everyman Minis Brawler Archetypes



Everyman Minis

Brawler Archetypes

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle @EMGamingLLC.

Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas

New Feat

The following feat is available to brawler characters.

Feral Pugilism (Combat)

You can combine brawling techniques with your natural weapons.

Prerequisites: Improved Unarmed Strike, Weapon Focus with the selected natural weapon.

Benefit: Choose one of your natural weapons. While using the selected natural weapon, you can apply the effects of feats that have Improved Unarmed Strike as a prerequisite.

Special: If you are a brawler, you can use the selected natural weapon with your brawler’s flurry and close weapon mastery class features as if it were a close weapon.

Versatile Pugilism (Combat)

You combine brawling techniques with a signature weapon.

Prerequisite: Weapon Focus with the chosen weapon, base attack bonus +1, brawler’s flurry class feature.

Benefit: Choose one melee weapon. This weapon cannot be a natural attack. You can make attacks with the chosen weapon during a brawler’s flurry, otherwise following the usual rules of the brawler’s flurry class feature. If you have the close weapon mastery class feature, you treat the chosen melee weapon as if it were a close weapon when determining the damage that you deal when attacking with that weapon.



Brawler Archetypes

The following archetypes are available to brawler characters.

Brute (Brawler)

Although all brawlers can be described as brutish, brutes emphasize the use of clubs and greatclubs over all other weapons—simplistic armaments capable of inflicting tremendous damage in their hands.

Weapon and Armor Proficiencies: A brute is proficient with simple weapons, plus the great club. She is also proficient with light armor, and shields (except tower shields).

This ability alters the brawler's weapon and armor proficiencies.

Club Training (Ex): At 1st level, a brute gains Weapon Focus (club) as a bonus feat. In addition, she applies the benefits of all combat feats that specifically select the club to the great club and vice versa, as if they were the same weapon.

At 5th level, the brute's melee attacks with clubs and great clubs ignore up to 1 point of damage reduction, plus 1 additional point of damage reduction at 8th level and every 3 levels thereafter (maximum 5 points at 17th level). This ability does not apply to damage reduction without a type (such as DR 10/—) and it stacks with the effects of the Penetrating Strike and Greater Penetrating Strike feats.

This ability replaces unarmed strikes and brawler's strike.

Brute's Flurry (Ex): A brute can only use her brawler's flurry ability with clubs and great clubs.

This ability alters dynamo's flurry.

Club Mastery (Ex): At 8th level, a brute's damage with clubs increases. When wielding a club or greatclub, she uses the unarmed strike damage of a brawler 4 levels lower instead of the base damage for that weapon (for example, a 8th-level Medium brute wielding a club deals 1d8 points of damage instead of the weapon's normal 1d6). If the weapon normally deals more damage than this amount, its damage is unchanged. This ability does not affect any other aspect of the weapon. The brute can decide to use the weapon's base damage instead of her adjusted unarmed strike damage—this decision must be declared before the attack roll is made.

This ability alters close weapon mastery.

Hurling Dynamo (Brawler)

Equally skilled at fighting from afar and up close and personal, a hurling dynamo throws weapons at her foes at high speeds in order to gain the upper hand.

Weapon and Armor Proficiencies: A hurling dynamo is proficient with all weapons from the thrown weapon group instead of all weapons from the close weapon group.

This ability alters the brawler's weapon and armor proficiencies.

Dynamo's Flurry (Ex): A hurling dynamo can only use her brawler's flurry ability with thrown weapons and unarmed strikes, but she can make both melee and ranged attacks with thrown weapons. A hurling dynamo counts as

having the Quick Draw feat when making multiple ranged thrown weapon attacks with brawler's flurry.

This ability alters dynamo's flurry.

Precise Hurler (Ex): At 2nd level, a hurling dynamo gains Precise Shot as a bonus feat, ignoring its prerequisites.

This ability replaces the bonus feat gained at 2nd-level.

Trick Throw (Ex): At 3rd level, a hurling dynamo can choose one of the following combat maneuvers or actions: dirty trick, disarm, feint, or sunder. If she chooses feint, she gains Ranged Feint^{III} as a bonus feat, ignoring its prerequisites. If she chooses a combat maneuver, she can perform this maneuver against any target within one of her thrown weapon's range increments (maximum 30 feet). She takes a–2 penalty on her combat maneuver check and doubles any penalties she takes from range increments, but she can add her Dexterity modifier to her CMB in place of her Strength modifier. In addition, when using dynamo's flurry, the hurling dynamo can replace the first attack she makes during her flurry with a combat maneuver or action that she has chosen with this ability.

At 7th level and every 4 levels thereafter, she chooses an additional combat maneuver or action to apply this benefit to.

This ability replaces maneuver training.

Thrown Weapon Mastery (Ex): At 5th level, a hurling dynamo's damage with thrown weapons increases. When wielding a thrown weapon, she uses the unarmed strike damage of a brawler 4 levels lower instead of the base damage for that weapon (for example, a 5th-level Medium hurling dynamo throwing a dagger deals 1d6 points of damage instead of the weapon's normal 1d4). If the weapon normally deals more damage than this amount, its damage is unchanged. This ability applies to both melee attacks and ranged attacks made with thrown weapons, but it does not affect any other aspect of the weapon. The hurling dynamo can decide to use the weapon's base damage instead of her adjusted unarmed strike damage—this decision must be declared before the attack roll is made.

This ability alters close weapon mastery.

Kiai Master (Brawler)

Known for their powerful shouts, kiai masters have perfected the art of using their thundering voices to intimidate their foes in the heat of battle.

Menacing Shout (Ex): Starting at 3rd level, whenever a kiai master uses brawler's flurry and hits with at least one attack, she can attempt an Intimidate check to demoralize one opponent that she hit with one or more attacks during her brawler's flurry as a swift action.

At 7th level and every 4 levels thereafter, she increases the number of opponents that she can demoralize with this ability by 1 (maximum 5 opponents at 19th level). In order to demoralize an opponent in this manner, the kiai master must have hit that opponent with at least one attack during her brawler's flurry.

This ability replaces maneuver training.

Booming Shout (Su): Beginning at 4th level, a kiai master

can unleash a booming shout that ruptures her enemies' ears. Whenever the kiai master successfully demoralizes an opponent using her menacing shout ability, that opponent takes 1d6 points of sonic damage. An opponent cannot take this damage more often than once per round, regardless of how many times the kiai master manages to successfully demoralize it.

At 10th level, any opponent that takes sonic damage from this ability is deafened for 1 round unless it succeeds on a Fortitude save (DC 10 + 1/2 the kiai master's level + the kiai master's Charisma modifier).

At 16th level, the kiai master increases the amount of sonic damage that she deals on a successful demoralize check to 2d6 points, and any creature that takes sonic damage from this ability is deafened for 1d4 rounds unless it succeeds on its Fortitude save.

This ability replaces knockout.

Style Savant (Brawler)

A student of all the world's fighting styles, a style savant is able to effortlessly recall ancient martial secrets at a whim, replicating martial arts that require a lifetime of training.

Style Flexibility (Ex): When using martial flexibility, a style savant can only gain the benefit of style feats and combat feats that list one or more style feats as prerequisites. When she uses martial flexibility to gain the benefit of a style feat, she can ignore that style feat's prerequisites (except the Elemental Fist feat).

This ability alters martial flexibility.

Style Training (Ex): At 1st level, a style savant treats her total brawler level as both fighter and monk levels, as well as her total number of skill ranks in all skills, for the purpose of qualifying for style feats, as well as all combat feats that list one or more style feats as prerequisites.

This ability alters martial training.

Savant's Style (Ex): At 3rd level, a style savant can freely mix two of the styles she knows into a more flexible style. A style savant can have an additional style feat stance active simultaneously with her first style feat stance. She must use a separate swift action to enter each of her stances. At 11th level, a style savant can have the stances of up to two additional style feats active at the same time. At 19th level, a style savant can have the stances of up to three additional style feats active at the same time.

This ability replaces maneuver training 1, 3, and 5.

Rapid Stance (Ex): At 7th level, a style savant can spend one use of martial flexibility as a move action in order to enter all of his allowed stances. At 15th level, she can spend one use of martial flexibility as a swift action in order to enter all of her allowed stances.

This ability replaces maneuver training 2 and 4.

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